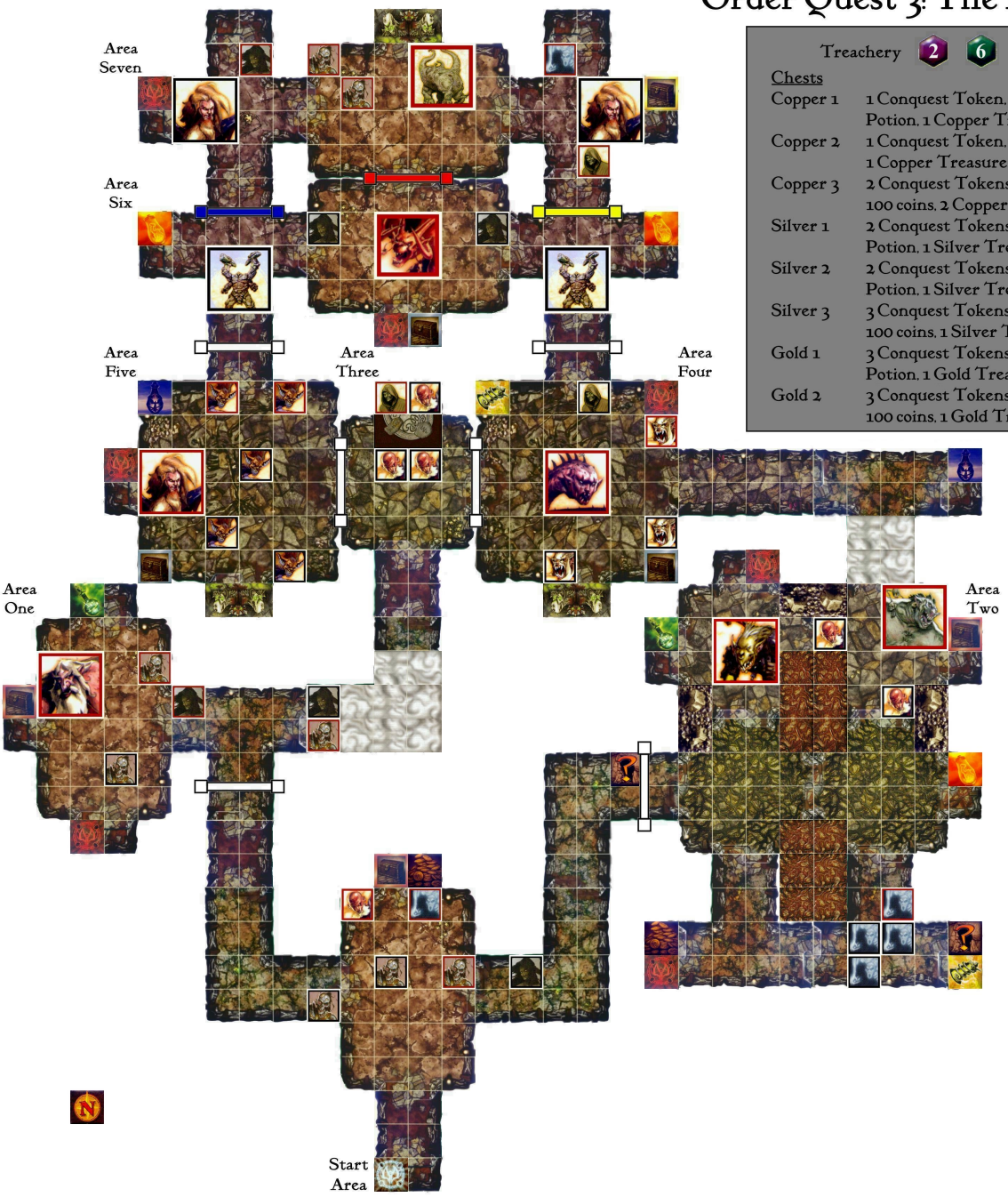
Order Quest 3: The Keeper



Treachery 2 6 2

Chests

Copper 1	1 Conquest Token, 1 Vitality Potion, 1 Copper Treasure
Copper 2	1 Conquest Token, 100 coins, 1 Copper Treasure
Copper 3	2 Conquest Tokens, 1 Curse, 100 coins, 2 Copper Treasures
Silver 1	2 Conquest Tokens, 1 Healing Potion, 1 Silver Treasure
Silver 2	2 Conquest Tokens, 1 Vitality Potion, 1 Silver Treasure
Silver 3	3 Conquest Tokens, 1 Curse, 100 coins, 1 Silver Treasure
Gold 1	3 Conquest Tokens, 1 Vitality Potion, 1 Gold Treasure
Gold 2	3 Conquest Tokens, 2 Curses, 100 coins, 1 Gold Treasure

The Keeper

The bodies from nearby graveyards have gone missing. There are even reports of those same dead villagers returning to exact a horrible revenge against the living. Townspeople whisper the name, 'The Keeper', and look to the Church for aid. It has fallen upon you to provide it.

Introduction

"He's an abomination, that's what he is!" rants Bishop Chartres.

"Of course he is, your Grace." you agree wholeheartedly as you follow the Bishop to his prearranged meeting with the townspeople.

"The keeper this. The keeper that. The Light take his blasphemy!" He pauses for a moment to raise his right hand in contrition. "Forgive me."

You echo his words and motions, "Forgive me."

The Bishop turns and looks at you a little closer before asking, "Do you know anything more about his misdeeds?"

"I only know what the villagers have told me. Their graveyards have been defiled and the bodies stolen or used in horrific ways. Invariably, the dead return to the town to kill all living things. They even drag away the newly dead and then they return the next night. The touch of them causes diseases and chills the very souls of the victims. There are even reports of people losing skills or abilities they once possessed for a lifetime. The villagers burn their corpses now but demand a proper burial for their fallen kin. They are afraid of the one called 'The Keeper', and seek the comfort and aid of The Order." You finish just as you approach the closed doors of the meeting room where the townsfolk have gathered.

"I see." The Bishop composes himself for a moment and then nods to you to open the door. You pull the door open and step through, prepared to announce the Bishop, only to hear the door close and lock behind you.

"Your Grace?" you ask, confused.

The Bishop's voice is faint through the door, but distinct. "Kellos will guide you."

For a moment, you panic, but the fear fades quickly and is replaced by a deeper sense of duty. You turn and face the hopeful faces of the villagers.

This quest is designed for four heroes, one of which should be an Order of Kellos member.

Beyond the Veil

Throughout this adventure, the adventure text will refer to circumstances 'beyond the veil'. This refers to the mysterious fog which separates area one

from area three and area two from area four. If a hero passes through the fog and into these areas, they are considered to have gone beyond the veil. The Keeper's power is absolute in these areas. Monsters in areas three to seven have abilities dependant on the number of evil altars that are currently active.

One active – all have ***Undying*** in addition to their normal abilities. If they already have the ability, it is not duplicated.

Two active – all have ***Fear 1***. This ability stacks with creatures that already possess it.

Three active – all have ***Sorcery 1***. This ability stacks with creatures that already possess it.

The Keeper's Charm

The Keeper's Charm is a powerful amulet which has been gifted to four of his lieutenants. When equipped, the charm conveys abilities and powers to its owner depending on whether or not they are currently beyond the veil or not. The charm may be taken from the lieutenants and equipped by the heroes, in fact, this is the only way the heroes may advance their quest. When worn, the charm 'suggests' that it may be used when certain situations arise. The heroes may feel that, 'Hey, I'd really like to prevent that ogre from coming back to life.', for example. The charm does not take up any equipment slots of the heroes.

- the charm is cursed. Heroes receive one **Curse** token whenever the charm is equipped.
- heroes are unaffected by the ***Disease***, ***Drain***, and ***Frost*** abilities of the various undead in the quest.
- it allows the hero to cross beyond the veil and back again if the hero spends one fatigue to move one space through the fog.
- it grants the ***Undying*** ability to the heroes if they choose to spend one fatigue. The success of the ***Undying*** roll depends on which area the hero is currently in. The hero chooses whether or not to use the ability. Extra fatigue may not be spent in order to roll multiple times.
- heroes may prevent an adjacent monster from using its ***Undying*** ability if they spend one fatigue.
- any time the hero's fatigue is reduced to zero, they may recover all of

their fatigue by losing a wound.

- if a hero dies, and they choose not to use, or fail, the ***Undying*** roll, the Keeper may control them as if they were under the control of **Dark Charm**. The hero dies after the effect is applied.
- heroes attempting to return to town from a glyph beyond the veil, are returned to the sigil in area three. This is also true for heroes who die beyond the veil.
- glyphs work normally for the heroes if they have not yet gone beyond the veil. Heroes who die in the start area or in areas one or three, are returned to town normally, after the Keeper has had his chance to control them of course.
- the number of times the charm is activated by spending fatigue must be tracked by the overlord. If a hero has their fatigue restored by losing a wound, it does not count towards this total. If the heroes attempt to remove the charm without killing the Keeper first, they will suffer two wounds for every time they activated the charm. If this kills the hero, the Keeper will take the soul of the hero. Remove them from the quest party and place them in area seven. Scale the monsters back accordingly. The quest has now become a rescue quest as well as its regular objectives. The only safe way to take off the charms without being affected is to destroy the Keeper.

	Cost/Success	
Situation	Beyond the Veil	Elsewhere
- pass through the veil or back	1 fatigue/automatic	1 fatigue/automatic
- hero use of ***Undying***	1 fatigue/success on an 'enhancement'	1 fatigue/success on a 'surge'
- prevent effects of ***Disease***, ***Drain***, or ***Frost***	no cost/automatic	no cost/automatic
- prevent monster from using ***Undying***	1 fatigue/automatic	1 fatigue/automatic
- resisting **Dark Charm** due to hero death	no cost/Keeper gains control automatically	no cost/success on a 'blank'

Wight

These undead have ***Drain***, a chilling touch of the grave which has the unfortunate effect of draining attack dice or skills from the hero. If an attack does at least one wound to the hero, have them roll a power die. If they roll a 'blank' place a drain token on a random attack type; **Melee**, **Ranged**, or **Magic**; or a random skill of the hero. If the drain affected an attack type, the hero rolls one less power die than what is listed on his sheet. If the drain affected a skill of the hero, they cannot use that skill. Heroes may remove the drain token by re-learning the appropriate attack/skill for one-half the regular cost, or by spending one conquest token. They must return to town to do so.

Wraith

These undead have a **Magic** attack which causes a **Frost** token to be given to the hero. They also have the ***Incorporeal*** ability. A monster with this ability cannot be the target of **Melee** or **Ranged** attacks. **Magic** attacks do damage normally. The **Bleed**, **Burn**, **Daze**, **Poison**, **Stun**, and **Web** tokens have no effect on incorporeal creatures. In addition, they can move through spaces containing obstacle tokens, or terrain types, as if they were not present. They cannot, however, end their movement on an obstacle.

Zombie

The attack of these undead has the potential to inflict a grim disease on the victim. An attack that inflicts at least one wound causes a **Disease** token to be given to the hero. The victim must roll a power die for each disease token next turn: Discard the token if a 'surge' is rolled. If a 'blank' is rolled, the hero loses one wound. If an 'enhancement' is rolled, the hero loses one fatigue. If a hero has no fatigue to lose, they lose a wound instead. When receiving healing, any disease tokens are discarded first before any wounds are healed.

Quest Goals

Your goal is simple, find and defeat the Keeper. If you manage to activate some ancient glyphs of transport, so much the better. You begin the game with eight conquest tokens. If you ever run out of conquest tokens the Keeper will no doubt steal your souls.

Area Descriptions

These descriptions should be read as the appropriate areas are revealed by the heroes.

Start Area

As you enter the domain of the Keeper, you notice the forms of various villagers shamble towards you. All of them are in differing stages of decay, and the stench of the rotting flesh makes you gag as you move to confront them.

The master sorceror is one of the Keeper's lieutenants. He has two extra wounds and one extra armor. He is wearing the keeper's charm which the heroes can recover from his body if they wish.

If a hero puts on the charm:

As the charm settles around your neck, you feel a great chill enter your body and settle about your bones. You feel the potential within you for great powers, but at what price?

If a hero ends their turn on the encounter marker:

You pause in your explorations long enough to examine a worn passage inscribed on the door in front of you. Though attempts have been made to deface it, you are able to decipher portions of the ancient text:

Respect [?] the Just
In Life, a [?] [?]. In Death, a [?] enemy.
'[?] [?]', guardians to the end, seal his [?] and [?] [?].
[?] awaits those who disturb him.

The complete text reads:

Respect Howgarth the Just
In Life, a great virtue. In Death, a greater enemy.
'Howgarth's Hand', guardians to the end, seal his crypt and our fates.
Punishment awaits those who disturb him.

Heroes may attempt to decode the unknown portions of text by performing a prolonged **Magic (X)** action, where '**X**' is the number of dice in their **Magic** trait. For every success rolled, they may chose to receive the correct replacement word for a question mark in the text.

Area One

You enter a room that looks to be a spartan guardpost. A giant thunders a challenge at you after you open the door. Since you supply the wrong answer, he orders a horde of undead to attack.

The master giant is another lieutenant. He has normal statistics. However, he is wearing the keeper's charm, which grants him an ***Undying*** roll.

If a hero attempts to pass through the fog and <u>is not</u> wearing a charm:

The fog is as unyielding as a stone wall. No matter how hard you try to push through, it refuses to part. Tendrils of fog seem to stick to your hand as you pull it away, and you hurriedly wipe your hand against your tunic to remove the taint.

If a hero attempts to pass through the fog and <u>is</u> wearing a charm:

The fog allows you to pass. As you make you way through it, voices that you recognize as long-dead relatives seem to warn you to turn back. You ignore them and press on. The fog is cold and you are forced to breathe its malodourous taint. It burns in the back of your throat. Just when you think you can't proceed anymore, it clears to reveal the other side.

Area Two

You have entered what looks to be an ancient mausoleum. Open sarcophagi are scattered about the room, their lids lying shattered on the floor. Ghostly forms gather at the southern end of the chamber while more substantial foes guard the northern portion. The two groups are separated by a perverse form of *unlife* on the floor. As you watch from the shadows, an immense troll steps through the fog from the north. He sees you and raises the alarm.

The master troll and master ogre are both lieutenants of the keeper and wear his charm. The troll is granted an ***Undying*** roll because of it. The wraiths in the room are the remnants of 'Howgarth's Hand', they are guarding Howgarth's sarcophagus and will not allow anyone to approach it. They will not attack the heroes unless they are attacked first. If any of the heroes mentions Howgarth's name or 'Howgarth's Hand' as they are attacking the other monsters in the room, perhaps in a battle cry, the wraiths will join the attack. Each of the heroes may control one of the wraiths as if they were a familiar. The sorceror's preferred targets will always be the wraiths. If more than two wraiths die in the ensuing combat, the heroes will have lost favor with them, and they will return to guarding Howgarth's sarcophagus. If two or fewer wraiths die in the combat, the heroes will be allowed to approach the tomb of Howgarth to receive an award.

If a hero ends their turn on the encounter marker <u>and</u> have killed the wraiths:

You peer into a granite sarcophagus and see the rotted remains of a once great hero. Perhaps their spirit was to great to animate or corrupt. As you look deeper, beyond the grave wrappings and bones, you see something of interest. Is it worth disturbing the dead any further to retrieve it?

If a hero searches the body, give them a **Curse** token and then have them roll a power die: If they roll an 'enhancement', they get one copper treasure. If

they roll a 'surge', they get one silver treasure. If they roll a 'blank', their turn ends as they disturb the spirit of Howgarth. Replace the encounter marker with a master wraith figure. Howgarth may attack immediately. If Howgarth is destroyed, each hero receives a **Curse** token.

If a hero ends their turn on the encounter marker <u>and</u> have retained the favor of the wraiths:

> You peer into a granite sarcophagus and see the rotted remains of a once great hero. Perhaps their spirit was to great to animate or corrupt. As you look deeper, a white light begins to gather from beneath the bones. You are forced to step back and shield your eyes as the light becomes brighter still. Through squinted eyelids you see the form of what must have once been Howgarth. He raises his right hand and your bodies and spirits are refreshed. After this, he slowly fades away and the wraiths resume their guard positions.

The heroes wounds and fatigue are restored to their starting totals. Any lingering effect tokens are also discarded. The heroes will also receive a **Bless** token if they do not already have one. After receiving this restoration, if the heroes attack the remaining wraiths, they will behave as if the overlord card, **Rage** has been played on them. Discard the blessing bestowed by Howgarth, as he joins the battle as well. Replace the encounter marker with a master wraith figure. If Howgarth is destroyed, each hero receives a **Curse** token.

If a hero attempts to pass through the fog and <u>is not</u> wearing a charm:

> The fog is as unyielding as a stone wall. No matter how hard you try to push through, it refuses to part. Tendrils of fog seem to stick to your hand as you pull it away, and you hurriedly wipe your hand against your tunic to remove the taint.

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Area Three

Four human minions of the Keeper are performing some sort of ritual on a sigil which has been carved into the floor of this room. When you enter, they interrupt their casting in order to confront you.

The sigil in this area is the one the heroes will return to if they try to use a glyph in any area beyond the veil in order to return to town. Heroes which die will also be transported to this area. It cannot be destroyed. All of the monsters in this room will have increased abilities due to the evil altars.

Area Four

A sinuous shape dominates the center of this room. On the southern wall, almost hidden in a niche, you see a blasphemous altar. Other shapes come out of the gloom to confront you.

All monsters in this room will have extra abilities due to the evil altars. The heroes may destroy the altar by making a prolonged **Magic (4)**, **Melee (4)**, or **Ranged (4)** action. Multiple heroes may work on the same altar and they retain progress made towards destroying it. The heroes gain two conquest tokens for destroying the altar, and are one step closer to destroying the Keeper. The altar may be purified by making a continuous prolonged **Magic (8)** action. This cannot be interrupted. If it is purified, the heroes will gain ***Sorcery 1*** for the remainder of the quest as well as three conquest tokens. If one altar has already been purified, the heroes will not gain any other ability for purifying a second, or third, one. They will still receive the conquest tokens. Heroes may remove **Drain** tokens by sacrificing the

appropriate amount on any purified altar and spending two movement points while adjacent to it.

Area Five

You hear the rustle of leathery wings as you open the door. A large form unfurls its wings and stares at you with dead-looking eyes. It roars, and figures detach themselves from their perches on the ceiling to attack. You catch a glimpse of a foul looking altar in an alcove to the south before you are forced to defend yourself.

All monsters in this room will have extra abilities due to the evil altars. The heroes may destroy the altar by making a prolonged **Magic (4)**, **Melee (4)**, or **Ranged (4)** action. Multiple heroes may work on the same altar and they retain progress made towards destroying it. The altar may be purified by making a continuous prolonged **Magic (8)** action. The altar must be destroyed or purified if the heroes wish to permanently destroy the Keeper.

Area Six

Two stone guardians are blocking two rune doors directly behind them. A third rune door is being warded by a massive demon. The demon laughs ominously as the combined forces attack.

The golems do not have the ***Undying*** ability, but the demon does. Once the master demon has been defeated, give the heroes the red rune key. The other rune keys have been altered by the Keeper.

Area Seven

A massive chaos beast stands in front of what you hope to be the last demonic altar. Undead villagers shamble about aimlessly until they are directed to attack you by a frail looking priest in the corner of the room.

If a hero has died by removing the charm, they will be present in this room:

> With a start, you recognize your fallen comrade as one of the undead which moves to attack you. You yell at them to stop, but you can't tell if it penetrates beyond their glazed look.

At the beginning of each of the overlord's turns, roll a power die for the undead hero: If you roll an 'enhancement', the hero is controlled by the Keeper and may used against the party. If you roll a 'surge', the hero fights the influence of the Keeper and cannot move or attack this turn. If you roll a 'blank', the hero breaks the Keeper's hold over him, and returns to fight with the party. The hero will have all the items that they had when they died, minus any coins. The undead hero will automatically come under their own control if the last altar is destroyed or purified. The party gains a number of conquest tokens equal to the hero's conquest value for rescuing their friend.

The frail looking priest is the Keeper. Instead of a regular magic attack, he may make a special ***Plague Bolt*** attack. Place the bolt template next to the Keeper and any hero the template touches is given a **Disease** token. This attack cannot be resisted by using the Keeper's charm. He cannot be killed until all of the evil altars have been destroyed. The altar may be destroyed by making a prolonged **Magic (4)**, **Melee (4)**, or **Ranged (4)** action. Multiple heroes may work on the same altar and they retain progress made towards destroying it. The altar may be purified by making a continuous prolonged **Magic (8)** action. If the final altar is destroyed or purified, the Keeper loses his ***Undying*** ability and will attempt to escape by opening the backside of the nearest rune door (blue or yellow) with his altered key.

If the Keeper escapes:

> Laughing maniacally, the Keeper pulls another rune key from his robes and inserts it into the keyhole of the *[color]* rune door. He wrenches the door open to reveal, not the room you left moments before, but an expanse of twisting nether and fog. He steps through the door, taking the key with him. The door slams back into its frame with a weighty, dooming, knell.

The heroes gain two conquest tokens for causing the Keeper to flee. They may remove the charms now without penalty.

If the Keeper is killed:

> The Keeper gapes in disbelief as he feels himself failing for the final time. As he falls, he looks at you briefly, a wry smile is on his face. His body turns to dust before it hits the ground and is swept away by an eeire wind before you can approach any closer. The charms around your necks dissolve in the same way. The chill they imparted to your body, however, seems to linger.

The heroes gain four conquest points for defeating the Keeper and have completed their quest.

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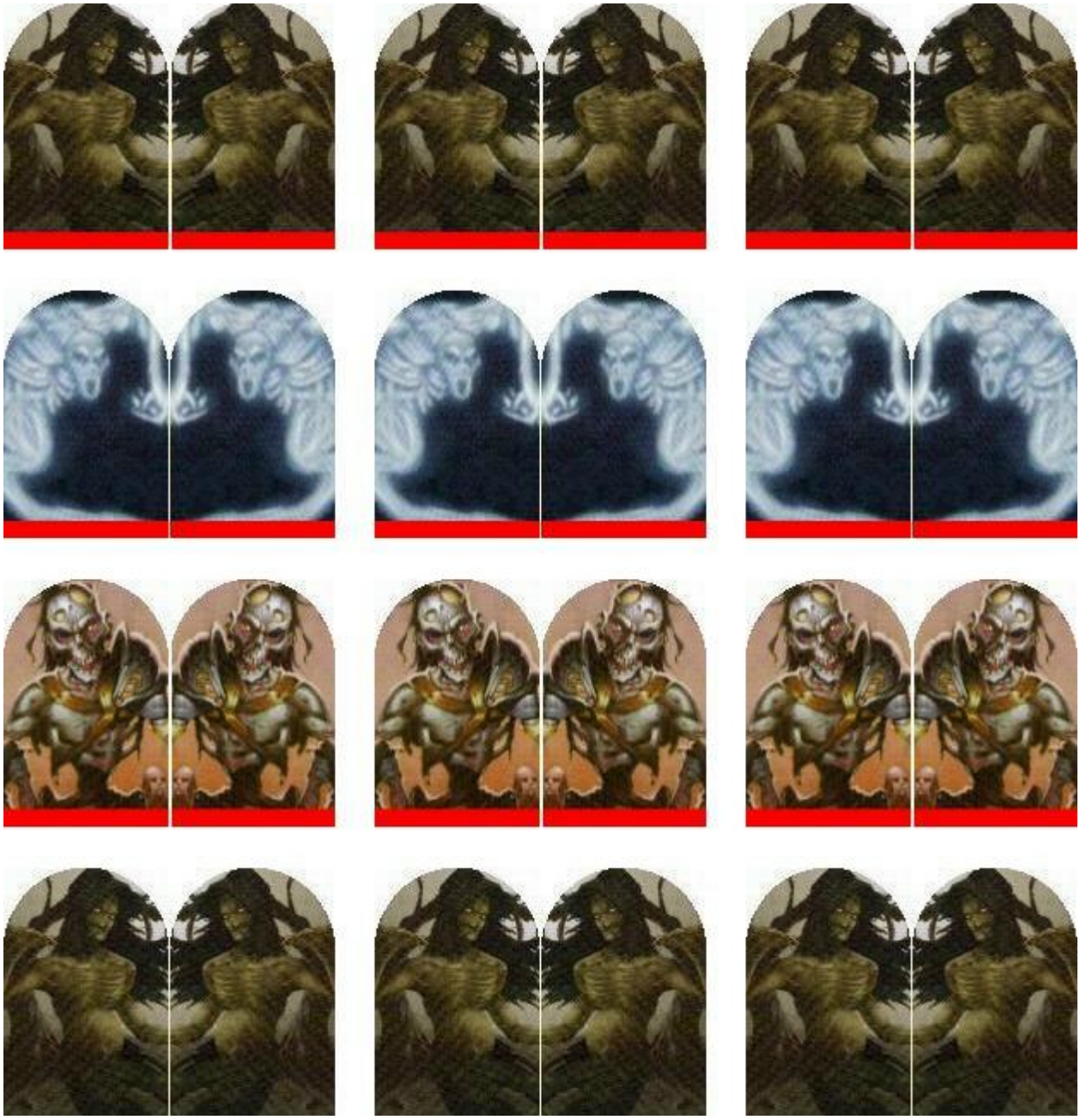

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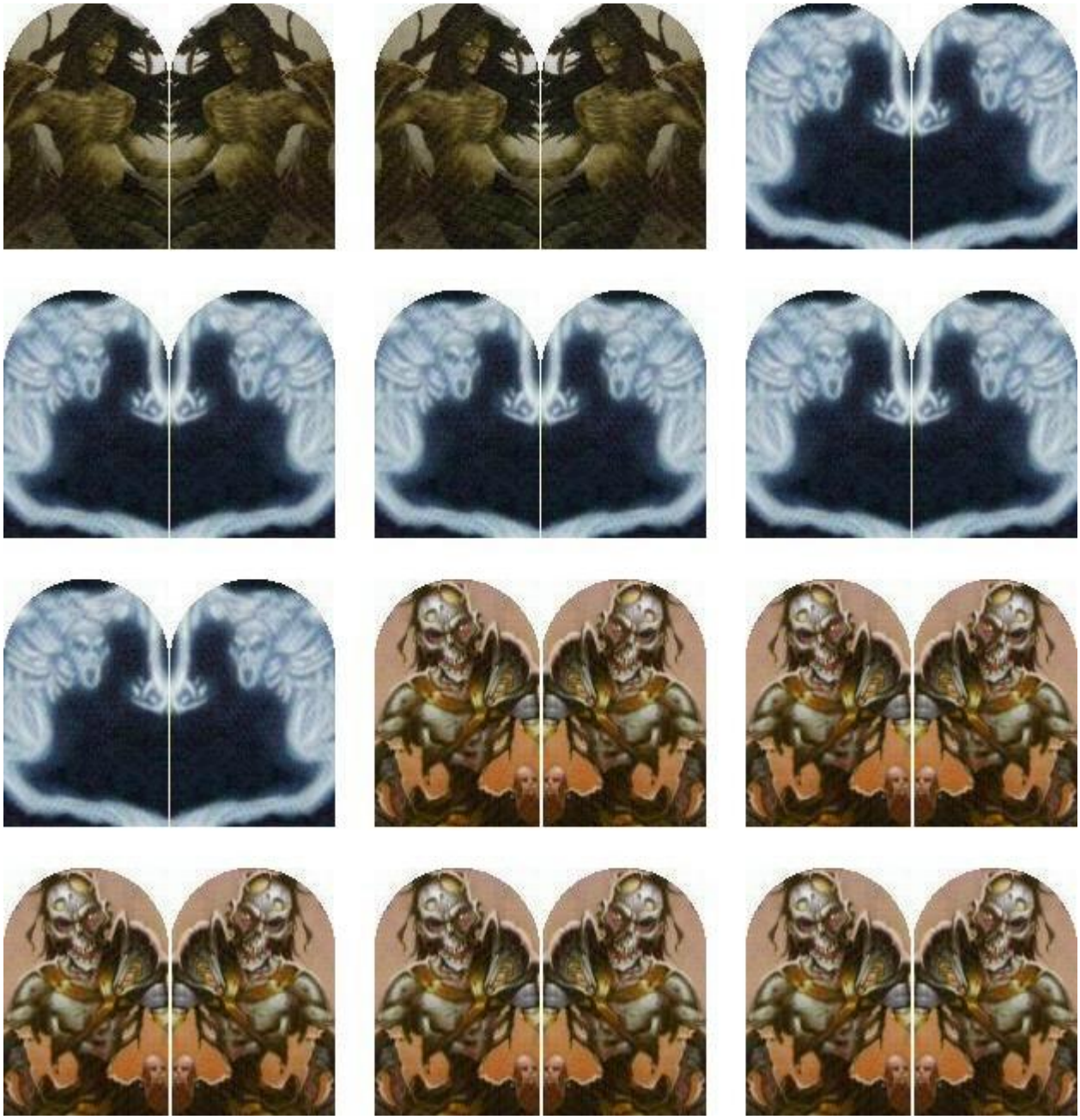

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Disease

An attack that inflicts at least one wound causes a ***Disease*** token to be given to the hero. The victim must roll a power die for each disease token next turn: Discard the token if a 'surge' is rolled. If a 'blank' is rolled, the hero loses one wound. If an 'enhancement' is rolled, the hero loses one fatigue. If a hero has no fatigue to lose, they lose a wound instead. When receiving healing, any disease tokens are discarded first before any wounds are healed.

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Drain

If an attack does at least one wound to the hero, have them roll a power die. If they roll a 'blank' place a drain token on a random attack type; **Melee**, **Ranged**, or **Magic**; or a random skill of the hero. If the drain affected an attack type, the hero rolls one less power die than what is listed on his sheet. If the drain affected a skill of the hero, they cannot use that skill. Heroes may remove the drain token by re-learning the appropriate attack/skill for one-half the regular cost, or by spending one conquest token. In either case, they must return to town to do so.

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